

Fig. 1

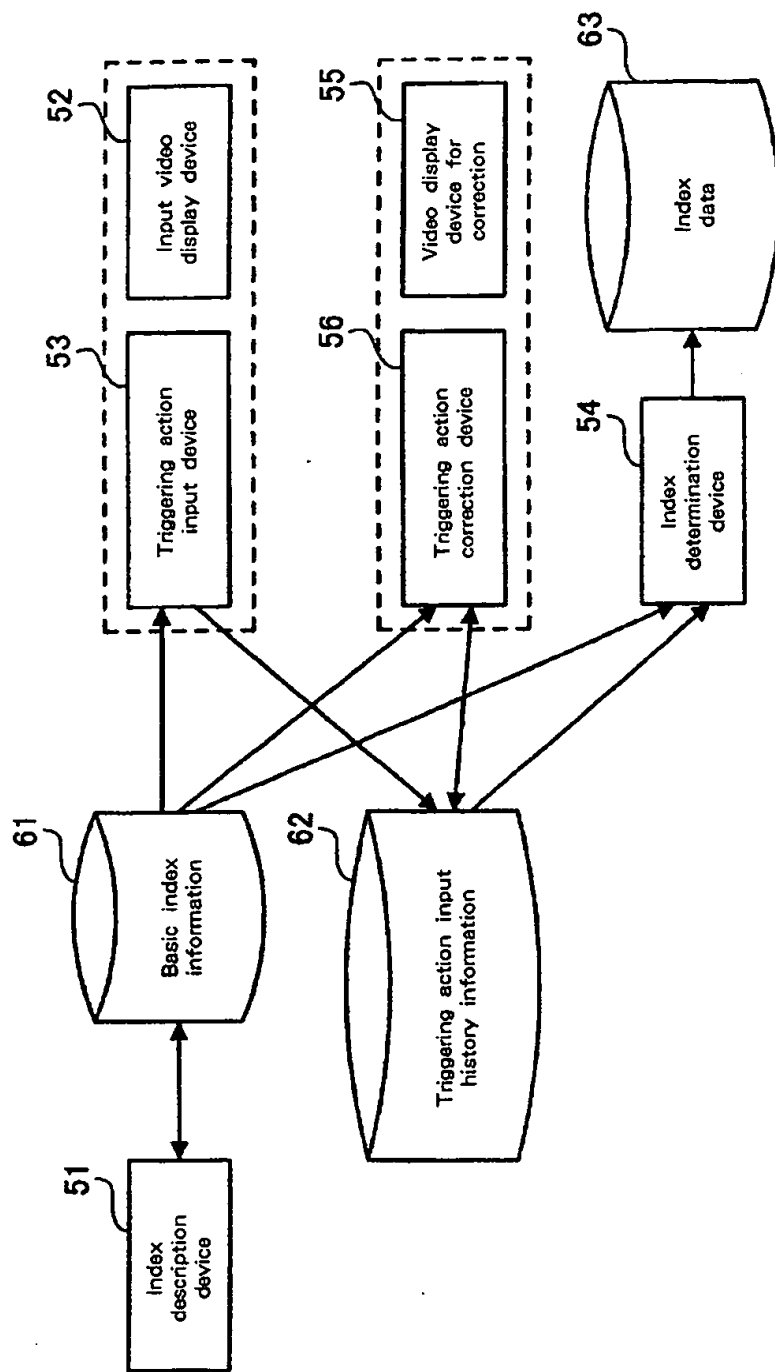


Fig. 2

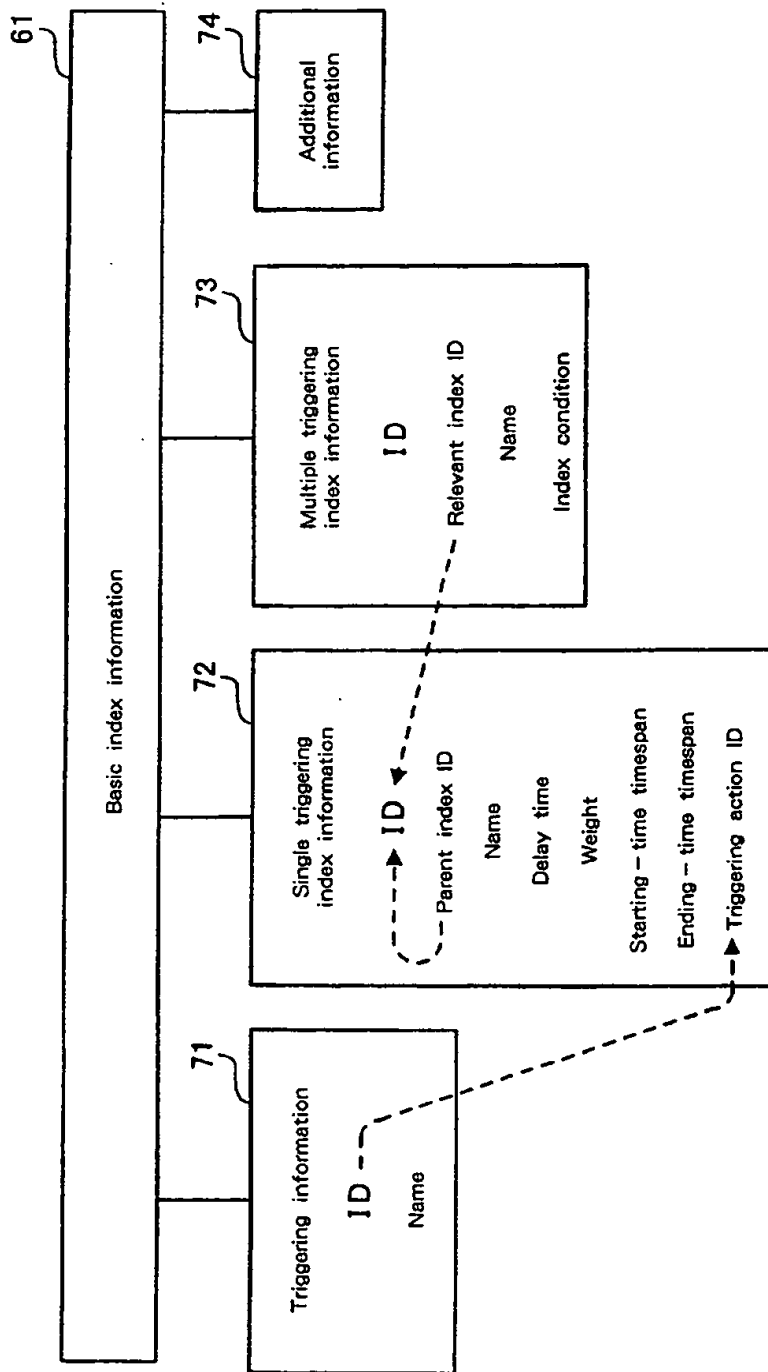
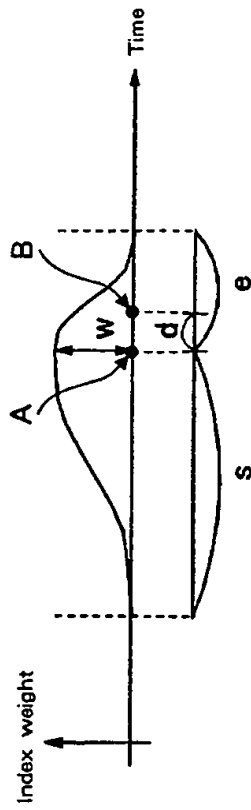


Fig. 3

(a) Case wherein video preceding a triggering action is regarded as important



A: Occurrence of a triggering action  
B: Input by an index adding person  
d: delay time  
s: starting - time timespan  
e: ending - time timespan  
w: weight

(b) Case wherein video following a triggering action is regarded as important

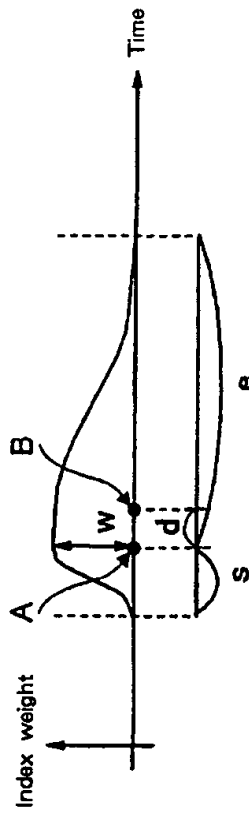


Fig. 4

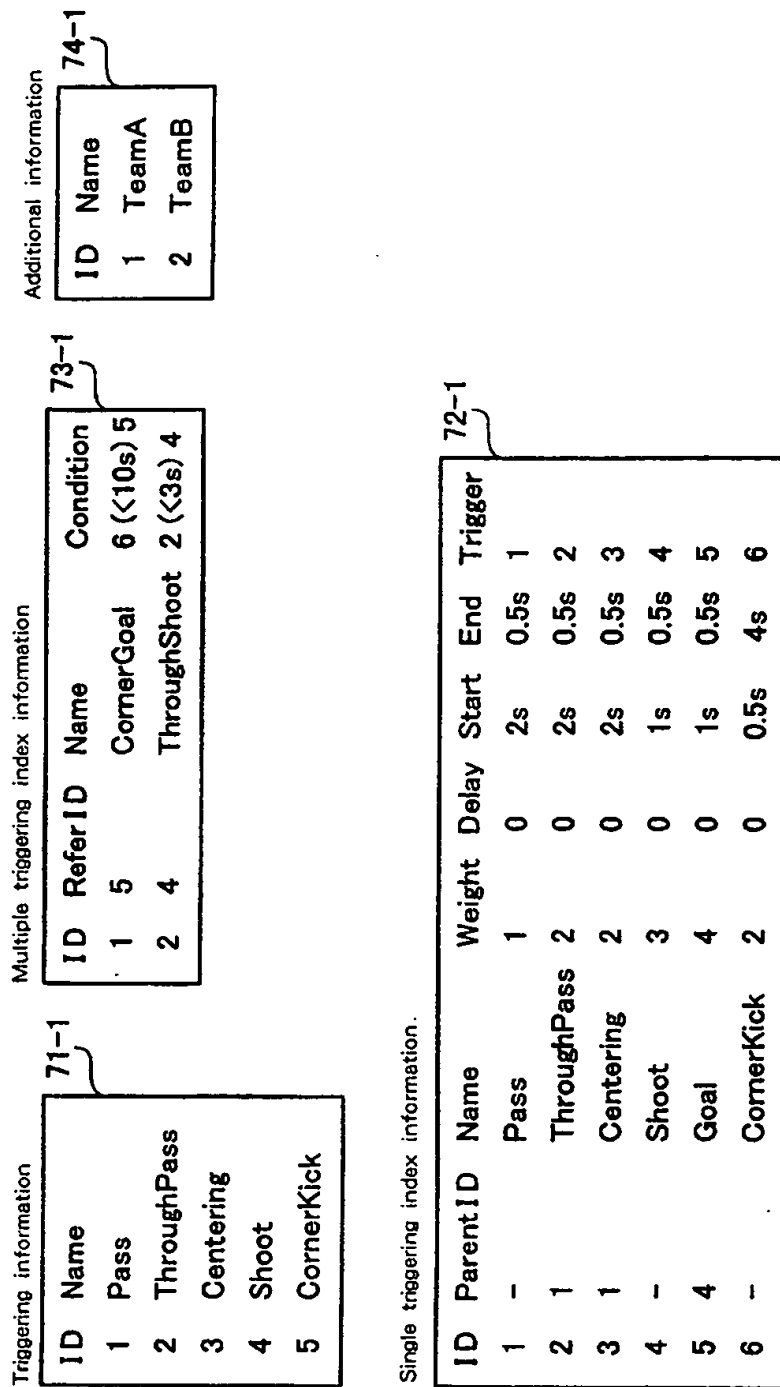


Fig. 5

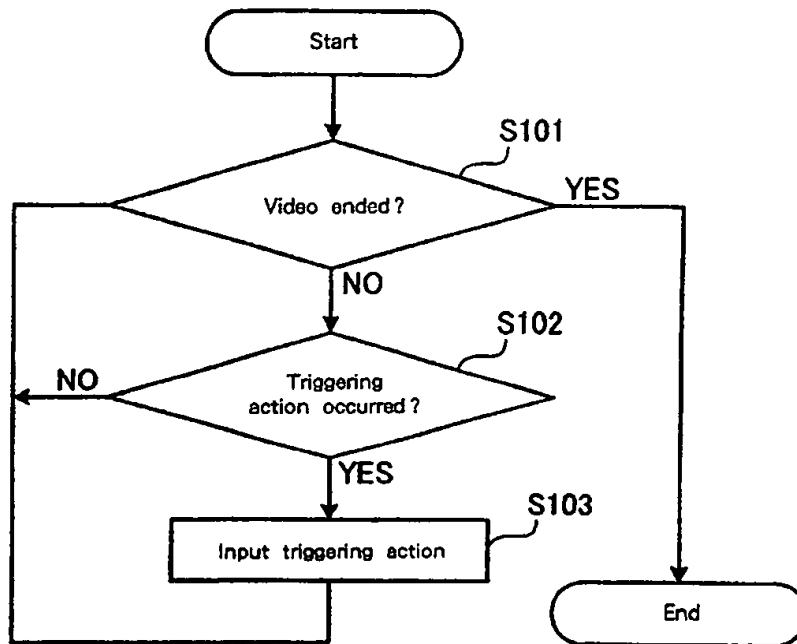


Fig. 6

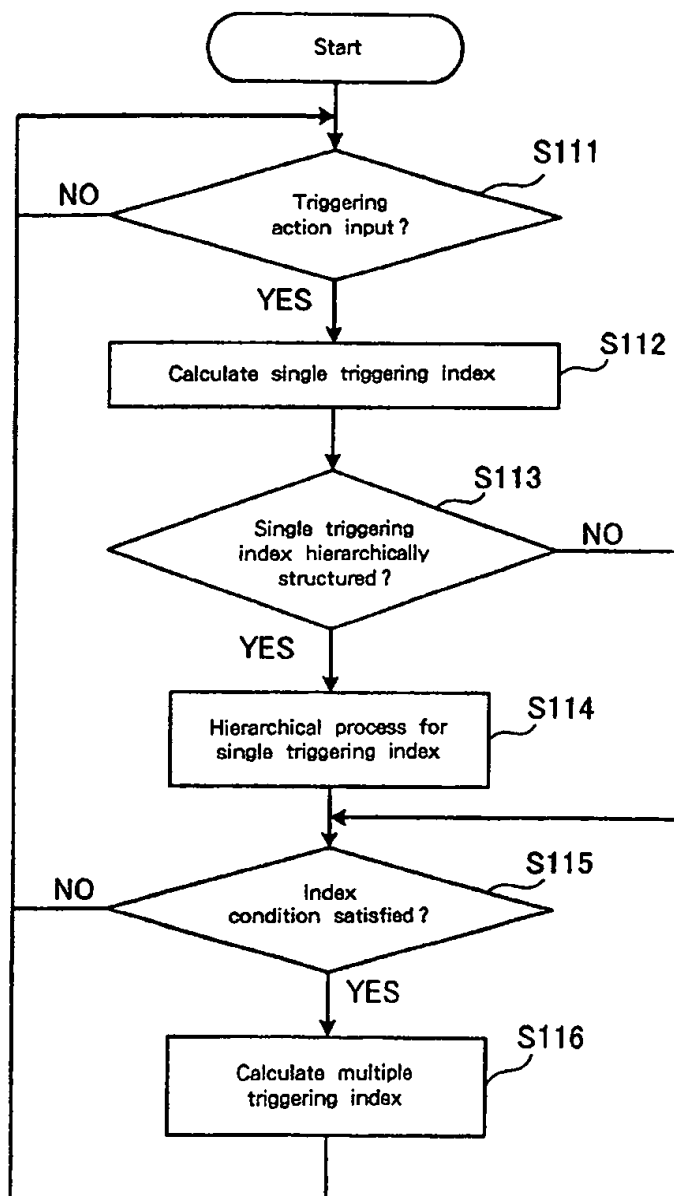


Fig. 7

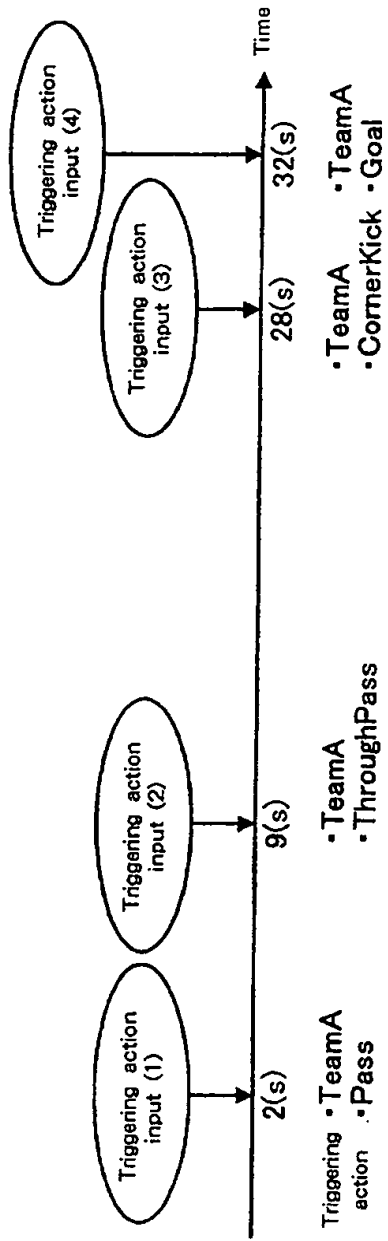
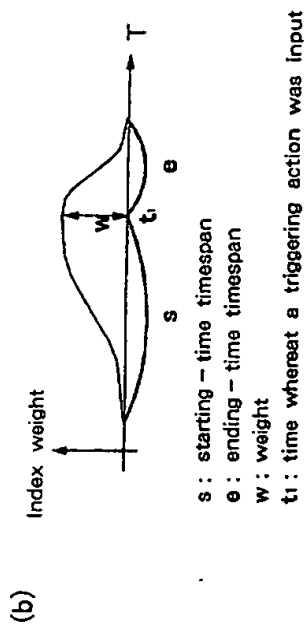
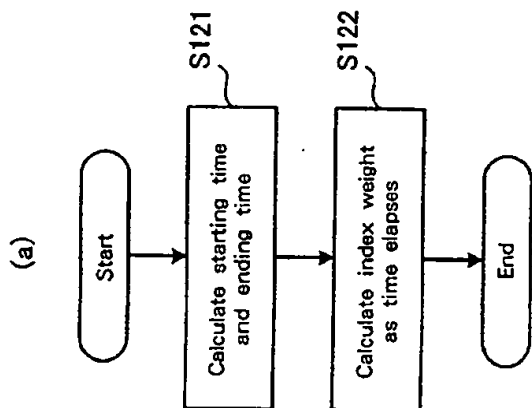


Fig. 8





(c) Index weight calculation expressions

when  $t \leq t_1$

$$f(t) = w * \exp \left\{ \frac{-(t - t_1)^2}{2\sigma_s^2} \right\}$$

( $\sigma_s$  is a solution of  $t = t_1 - s$ ,  $f(t) = \varepsilon$ )

when  $t > t_1$

$$f(t) = w * \exp \left\{ \frac{-(t - t_1)^2}{2\sigma_e^2} \right\}$$

( $\sigma_e$  is a solution of  $t = t_1 + e$ ,  $f(t) = \varepsilon$ )

Fig. 9

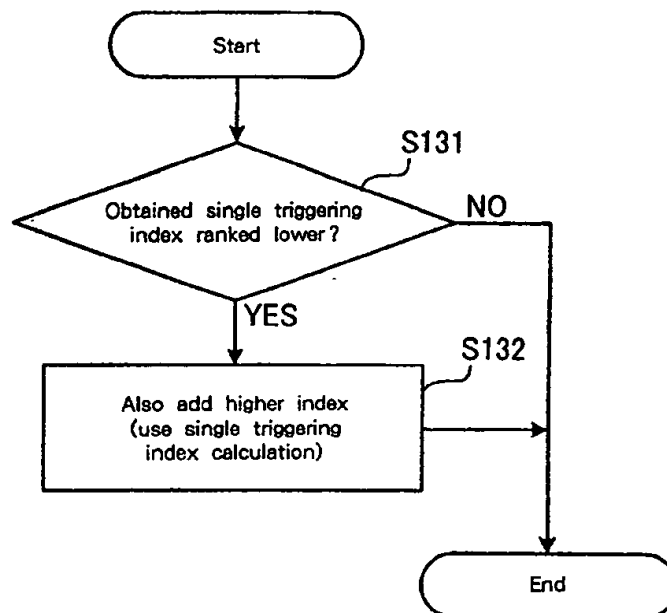


Fig. 10

(a) Index hierarchical structure

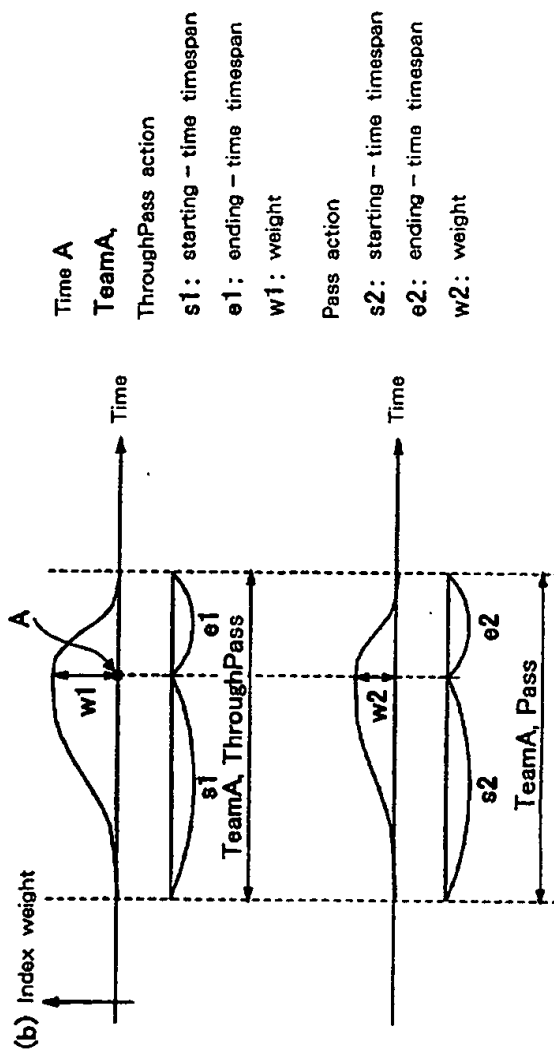
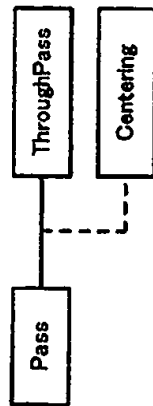
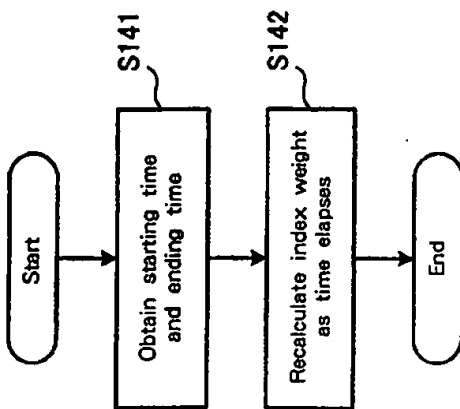


Fig. 11

(a)



(c) Index weight calculation expressions

when  $t \leq t_1$

$$f(t) = w1 * \exp\left\{\frac{-(t-t_1)^2}{2\sigma_s^2}\right\}$$

( $\sigma_s$  is a solution of  $t = t_1 - s1$ ,  $f(t) = \varepsilon$ )

when  $t_1 < t \leq t_2$

$$f(t) = w1 + (w2 - w1) * \exp\left\{\frac{-(t-t_2)^2}{2\sigma_m^2}\right\}$$

( $\sigma_m$  is a solution of  $t = t_1$ ,  $f(t) = w1 + \varepsilon$ )

when  $t > t_2$

$$f(t) = w2 * \exp\left\{\frac{-(t-t_2)^2}{2\sigma_e^2}\right\}$$

( $\sigma_e$  is a solution of  $t = t_2 + e2$ ,  $f(t) = \varepsilon$ )

(b)

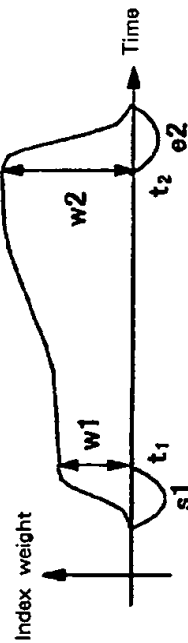


Fig. 12

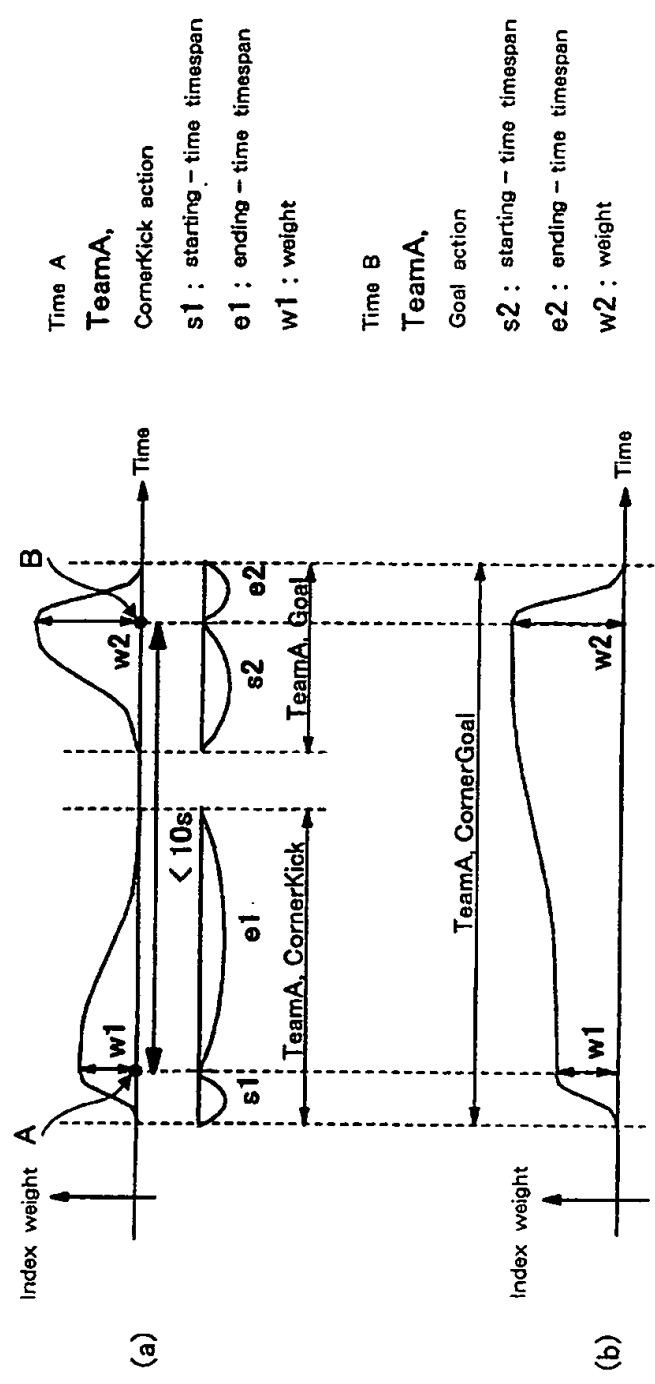


Fig. 13

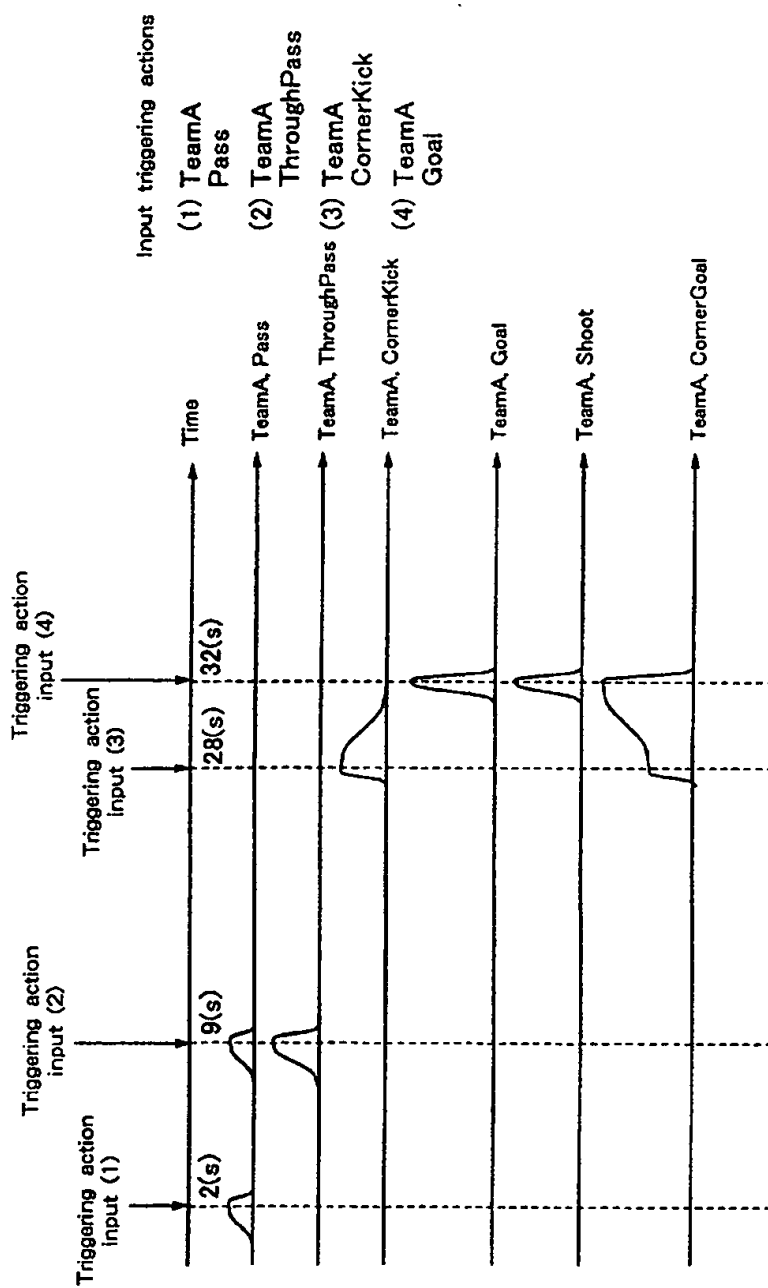


Fig. 14

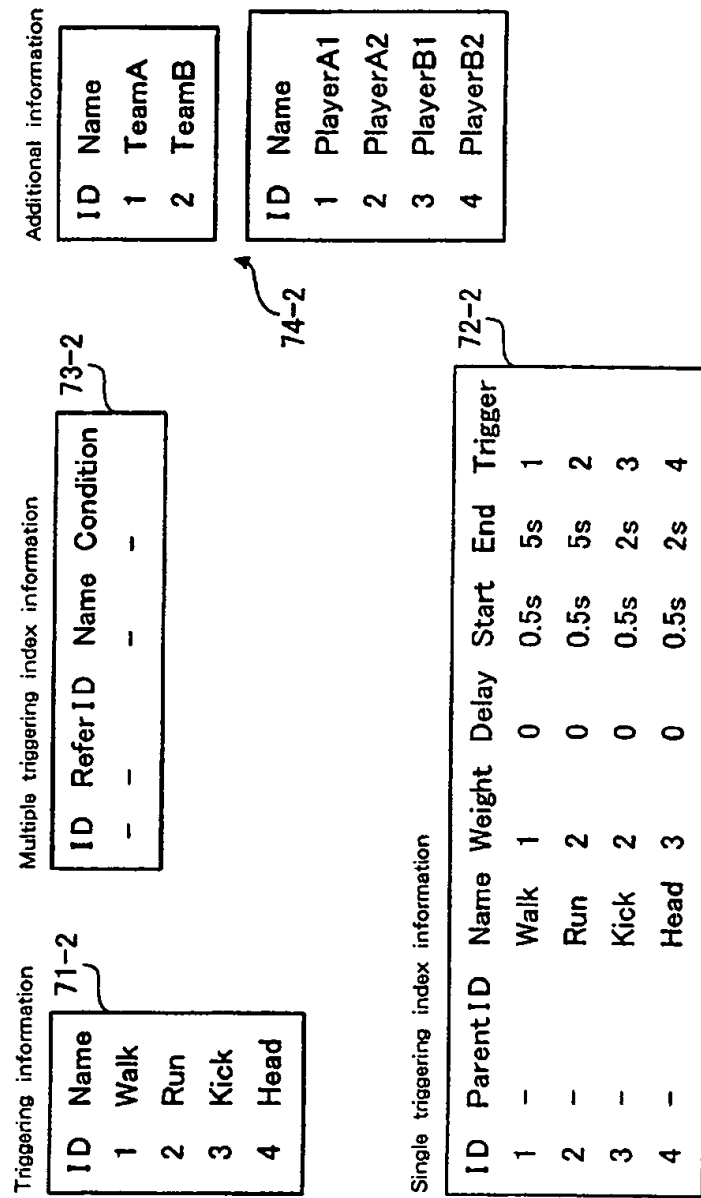


Fig. 15

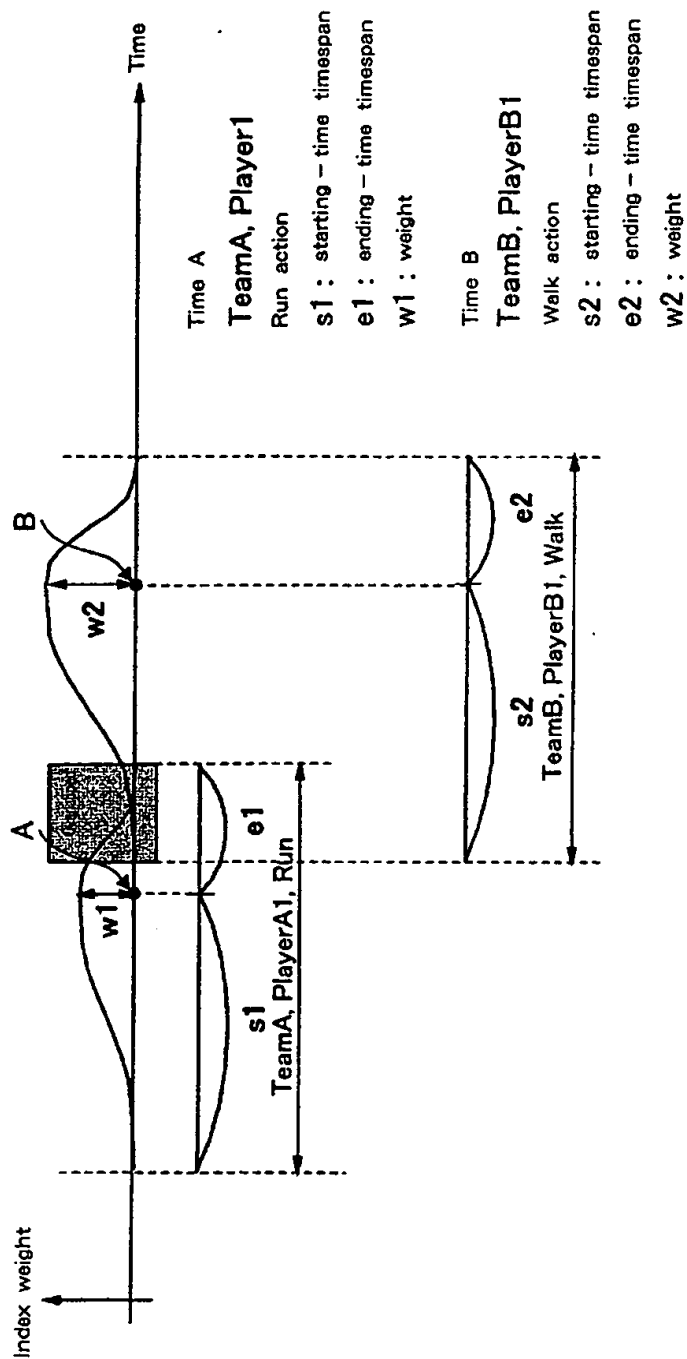


Fig. 16



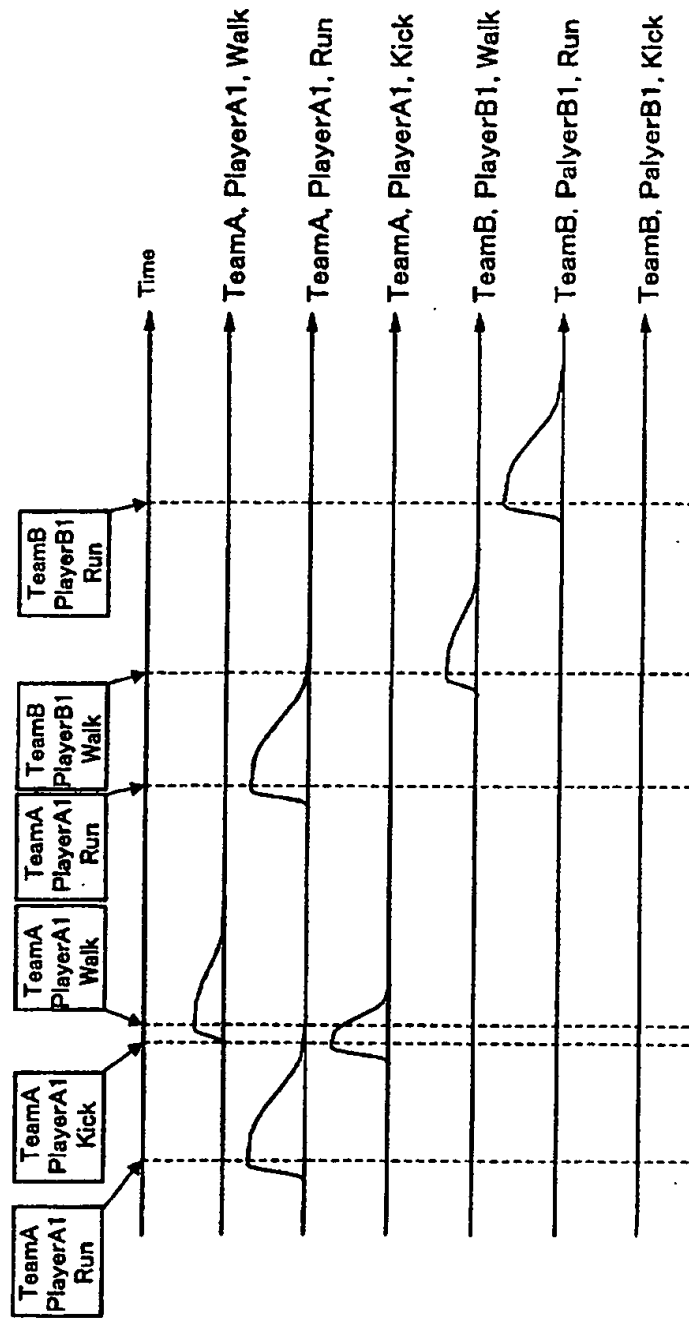
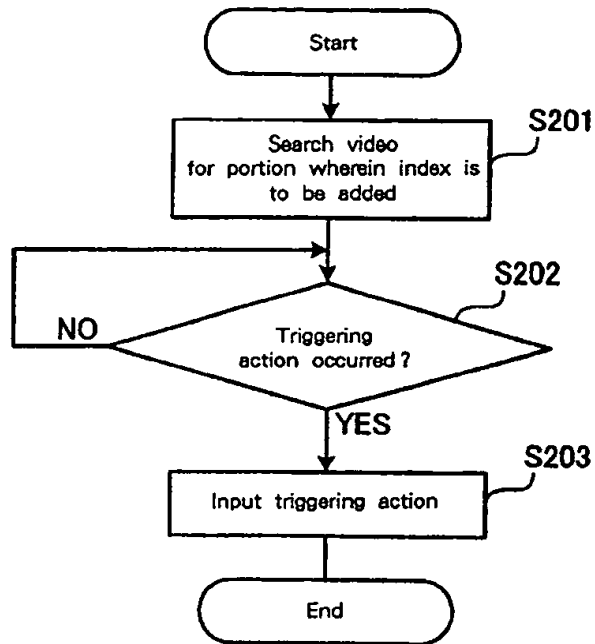


Fig. 17

(a) Index addition



(b) Index deletion

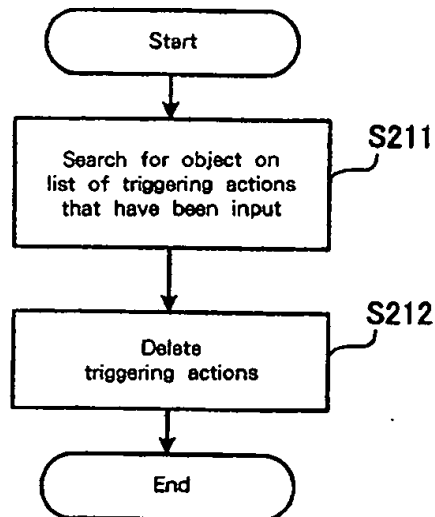


Fig. 18

Index correction

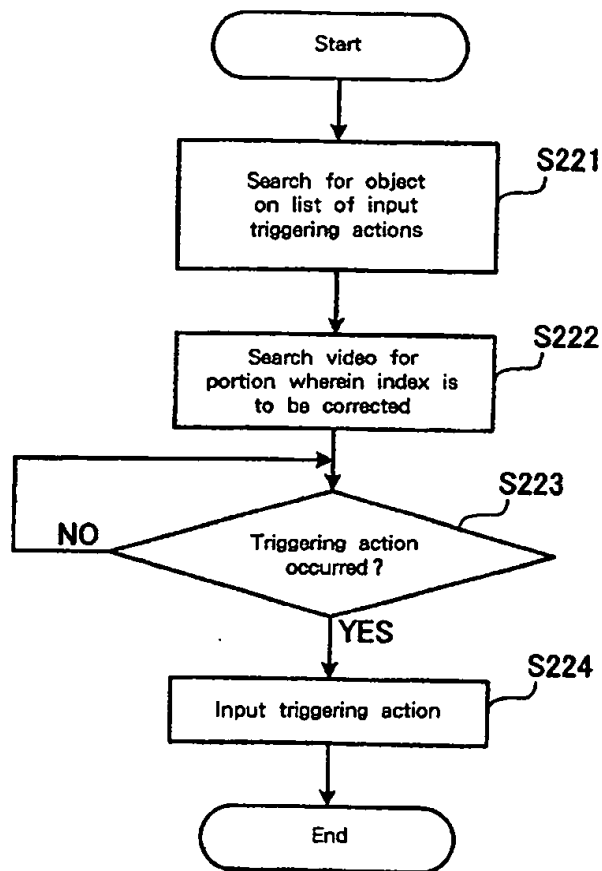


Fig. 19

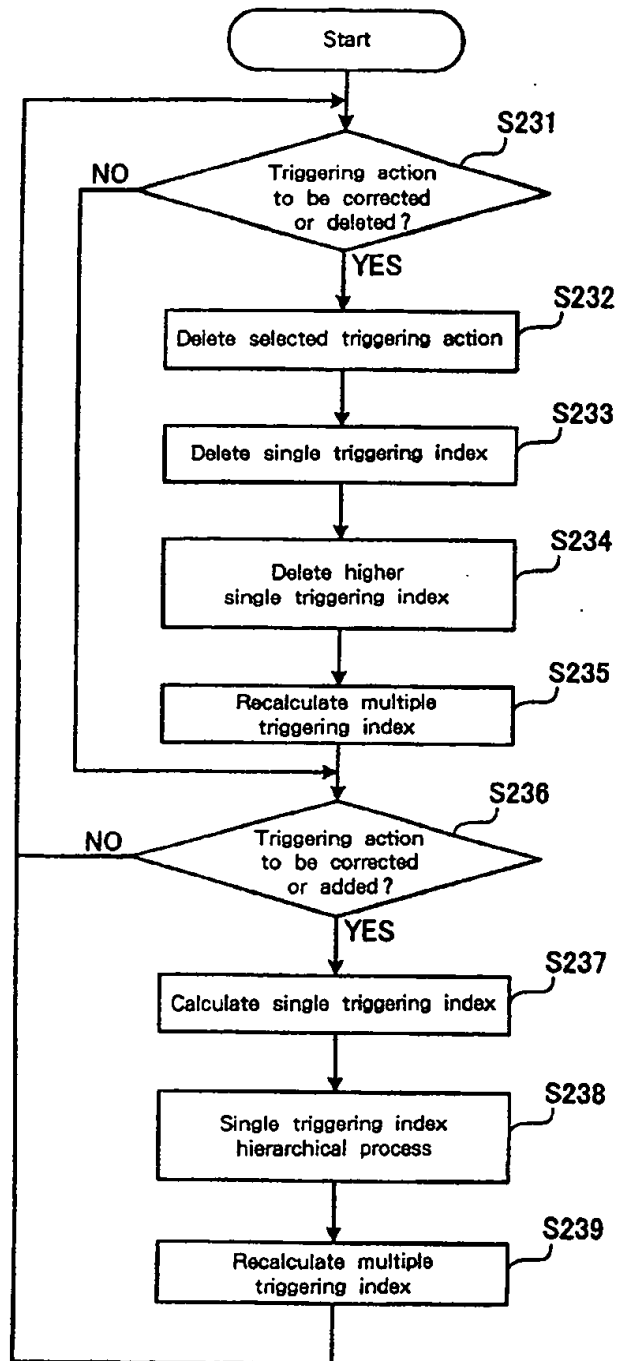


Fig. 20

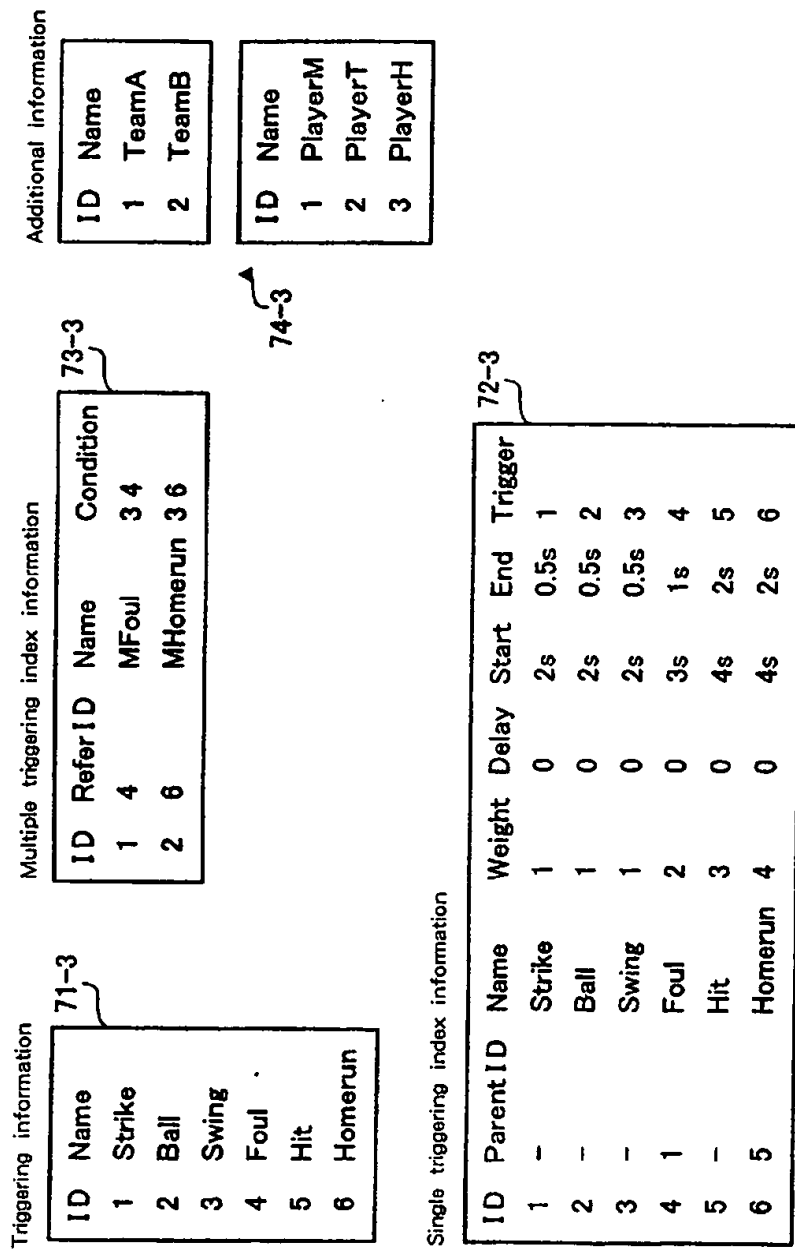
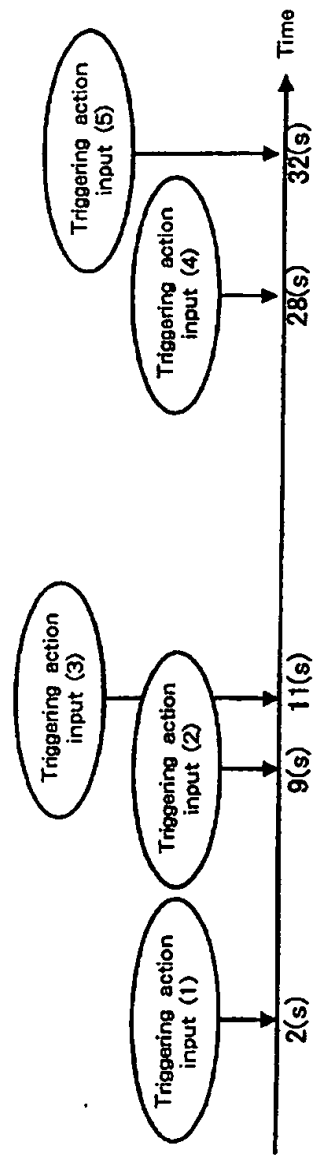


Fig. 21



Input triggering actions

- (1) TeamA,PlayerM  
Ball
- (2) TeamA,PlayerM  
Swing
- (3) TeamA,PlayerM  
Foul
- (4) TeamA,PlayerM  
Swing
- (5) TeamA,PlayerM  
Homerun

Fig. 22

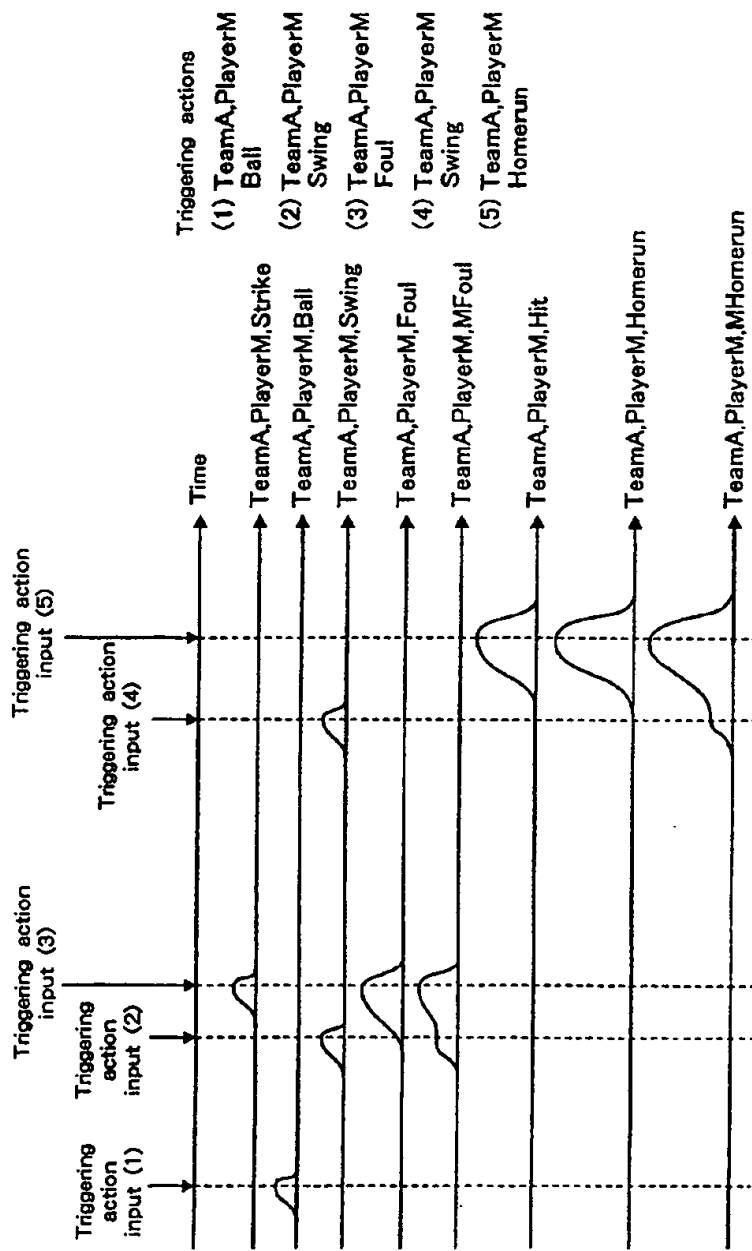


Fig. 23